More than 1,130 establishments registered in the video game industry in France

*Includes: publishers, developers, distributors, technology providers and service providers.
Not included: local associations, training organisations, freelancers.
**ANNUAL SURVEY OF THE VIDEO GAME INDUSTRY IN FRANCE 2020 EDITION**

**EDUCATION**

**Student enrollment in education**
- 3.5% of the student population comes from outside France
- 26% of female students on training courses

**Remarkable growth in numbers**
- 16% enrollment growth rate from 2017/18 to 2018/19

**Student placement rate after graduation**
- 1 in 2 students find a job in the video game industry within 1 year after the end of their studies

**Jobs**

**14%** female employees
- and 2% non-binary employees
  in development studios

**Distribution of women across roles**
- Image: 15%
- Editing + Support: 14%
- Management: 11%
- Design: 6%
- Technology: 6%

**Diversity in the industry**
- 15% of management roles are held by women

**Economic context and production**

**Stable game production**
- 1200 games under production in 2019
  - Of which 63% are new intellectual properties
  - And 530 titles will be marketed in 2019

**Development studios in France are highly attractive**
- 75% of companies will be hiring in 2020
- 57% of employees are permanent contracts
- 27% on fixed-term contracts
- 2% as trainees

**An estimated 800 and 1200 new jobs will be created by the end of 2019**
- Of which 550 - 850 are employed in game development

**Jobs**

**New jobs in the video game industry in France**

**530 titles will be marketed in 2019**
- And 16% enrolment growth rate from 2017/18 to 2018/19
Annual survey of the video game industry in France

About

The French Video Game Trade Association (SNJV) includes 200 companies, producers, publishers and industry professionals from the video game sector.
The SNJV's mission is to study, represent, promote and defend the rights as well as material and moral interests of its member companies, on both a collective and individual level.
The SNJV works closely with the various video game production territories in France through involvement with regional associations and local economic development clusters.

Contact
Julien VILLEDIEU
Managing Director
dg@snjv.org
snjv.org

Contact
Laurent Michaud
Study Director
l.michaud@idate.org
idate.org

The IDATE DigiWorld/SNJV collaboration provides a snapshot of the industry that reflects business activities (type and volume), economic and financial health, and perception of the future. The survey was conducted between 17 June and 9 September 2019 on 1,131 entities (excluding associations, coaching schemes, and educational institutions) via an online self-administered survey. The survey was addressed to executives from companies in the French Video Game Trade Association (SNJV) and companies in the video game sector that are not members of the SNJV.

IDATE DigiWorld is one of Europe's foremost ICT experts, specializing in telecom, media and Internet markets, and in digital regional development. Our team has delivered consultancy services, market intelligence solutions & networking opportunities to provide an understanding of the digital world. More than 400 international clients put their trust in our three activities: consulting, research, European think tank.